Quick-Start Rules

Welcome, noble general! Use these rules to play a quick game of WarCry. Any words in bold are defined in the glossary or card anatomy sections.

Setting Up

Shuffle cards into two separate decks: the **Army deck** and the **Action deck**. Set these decks off to the side. Now you are ready to play!

Fighting a Battle

Each battle has 2 parts: The ***Muster*** Phase and the *Battle Phase*.

The Muster Phase

Each player draws 5 cards from their **Army deck**.

Roll to see who plays first.

Take turns **mustering** units or **mustering** an **attachment** on a unit you've already mustered. Place units into one of two lines: the **battle line**, in front, or your **reserve line**, in back. You always **muster** cards in the **ready** position.

Units and **attachments** have a **gold cost** to **muster** For purposes of this Quick-Start game, you have 25 gold to spend.

After you **muster** a card, draw a card.

If you can't afford any cards in your hand, discard your hand and your mustering phase is over.

The Battle Phase

Each player draws 5 cards from their **Action deck**.

The player with the most **tactic points** in their **reserve line** goes first. In a tie, **roll** .

When it is your turn, you get 1 command. The commands are:

Attack with one of your **ready battle line units**.

Attack with one of your **ready reserve line** cavalry units.

Make a ranged attack.

Move one of your ready **reserve line units** to your **battle line**.

Pass.

While not a command, *reaction* **abilities** can be played on either player's turn. Each reaction tells you exactly when you can play it.

At the end of any player's command, if either player has no units in their **battle line**, their **reserve line** becomes their **battle line**.

Attacking

Choose an enemy **battle line** unit. If your enemy has no ready units in his **battle line**, you may choose any enemy unit.

A **ready** cavalry unit can block an attacking infantry unit.

If a unit blocks, it becomes the defending unit.

Move attacking and defending units to the **battlefield**.

Both players draw 1 card from their **Action deck**.

Starting with the attacking player, players alternate playing tactics, or passing. Tactic cards from your hand have a **tactic point cost**. When you play a tactic card, lay it next to your unit and deduct its cost from your unit's available **tactic points**. You cannot play a tactic card if you don't have enough tactic points left.

Tactics come in two varieties: combat and support. You can only play combat tactics printed on a unit if that unit is in the combat. You can only play a support tactic printed on a unit if that unit is *not* in the combat. Regardless, you can only play each unit's **ability** once per combat.

A *WarCry* is a special kind of tactic that must be the first tactic you play in a combat. Once you have played a tactic or passed, you cannot play a WarCry.

Committed cards cannot play tactic or reaction **abilities** printed on them.

Once both players have passed on tactics, both players make their **combat rolls**. Both players add the strength of their unit to their die **roll** (you can use the strength gauge below to keep track of the difference in units strength).

Ties result in a *slaughter*—both units are **destroyed**. Otherwise, the unit with the highest total wins. If a **committed** unit wins, it sends the losing unit to its **battle line**, **committed**. **Committed** units cannot make follow-up attacks. If a ready unit wins, the enemy unit is destroyed and the winning player makes a **rout check**. Both players discard any tactic cards they played

If the **rout check** was successful, the winning unit may make a *follow-up attack*. Otherwise, return the winning unit to its owner's **battle line**, **committed.**

Follow-up attacks work like regular attacks, with a few exceptions:

The defending player chooses one of his **ready** units as the target. If the defending player has no **ready** units available, the attacking player chooses which enemy unit he attacks. **Rout checks** never occur at the end of a follow-up attack, the victorious unit always returns to its owner's **battle line, committed**.

Ranged Attacks

These work like normal attacks, except:

Only units with the ranged attack **ability** may do a ranged attack, and the ranged attack value is used instead of the units strength.

Reserve line ranged attack units may shoot at enemy **battle line units**.

Battle line ranged attack units may shoot at any enemy unit.

No blocking.

The units are *not* moved to the **battlefield**, so after the combat the survivors stay in the same line as they started.

If the ranged attack unit wins or ties, it is committed, then the defending unit is **committed** (instead of **destroyed**). If the defending unit was already **committed**, it is **destroyed**. If the ranged attack unit loses, it is committed. The defending unit remains ready (or committed if it was committed previously to, or during, the ranged attack) .

No **rout check**.

Winning the Field of Battle

If both players pass consecutively on playing a command, the battle ends. The player with the highest total Strength on their remaining units is the winner. If you have Gurt Bigfist on your side, you subtract 8 points from your total (that's what **victory**: -8 means)!

In the case of a tie, both players **roll.** The high-**rolling** player chooses any one of their units, and places it in the **battlefield**, **ready**. That unit is now attacking. The other player does the same. That unit is now defending. Play out a combat between those units. The winner of that combat wins the game. That's it for the quick start rules! For details on how to play a full game, check out:

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Card Anatomy

Unit and Attachment Cards:

1. **Army Alignment**: The color of the card face indicates what army that card is aligned with. A blue face indicates The Grand Alliance, a black face The Hordes of Darkness, and a green face represents neutral cards that can be played by anyone.
2. **Name:** The name of the unit, attachment, or action the card represents.
3. **Gold Cost**: The cost to Muster this unit or put this attachment into play.
4. **Strength**: Strength helps you win combats and battles. This is your base (or the bonus the attachment or action will give, if any, to its unit's strength).
5. **Tactic Points**: This represents how flexible your unit is (allowing you to play tactics in combat), or the bonus the attachment will give, if any, to its unit's tactic points.
6. **Leadership**: The number that determines how vulnerable a unit is to routing, also used in Leadership Tests.
7. **Keywords**: Keywords help describe your units and attachments; you can only have one of any type of attachment on a unit.
8. **Abilities**: Anything special your unit or attachment does.
9. **Flavor Text**: This text serves no game purpose, but gives special insight into the world of WarCry.

Action Cards:

10. **Tactic Point Cost**: How many tactic points this action costs to play.
11. **Abilities**: What this action does when you play it.
12. **Die**: This number is used for rolling in WarCry.

Glossary

Abilities: Anything in a card's Ability area, such as a WarCry, Combat Tactic, or Ranged Attack.

Action deck: Contains your tactics and reactions, this deck has a silver shield on the back.

Army deck: Contains your units and attachments, this deck has a gold shield on the back.

Attachments: Item, weapon, and armor cards that you attach to your unit cards to help them in combat.

Battlefield: The space between opposing players used to resolve combat.

Battle Line: Each player's front rank of units.

Battle line unit: A unit in any battle line.

Combat Roll: Each player rolls, adding the strength of their unit (including the bonuses of any tactics they played) to their roll. The highest number wins the combat.

Committed: When a unit card is turned (rotated) sideways from its ready position.

Destroyed: Destroyed cards are placed in their owner's discard pile.

Leadership Test: To make a leadership test, roll. If you roll equal to or less than the unit's leadership, you succeed.

Muster: To put a card into play during the muster phase.

Ready: A card that is in the upright postiion.

Reserve line: Each player's second rank of units.

Reserve line unit: A unit in any reserve line.

Roll: Discarding the top card of your Action deck and using the die to determine the result.

Rout Check: The winner of a battle rolls; if the number is equal to or greater than the defeated unit's **leadership**, the unit routs.

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